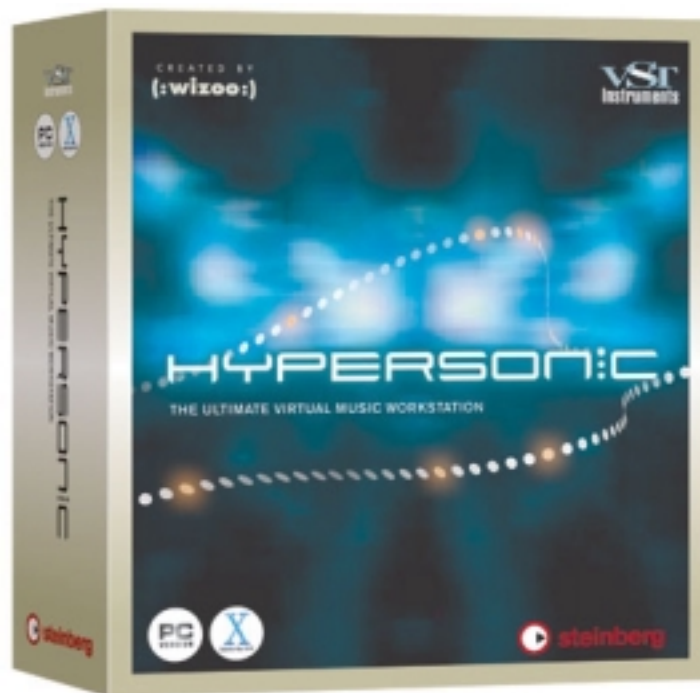


# HYPERSONIC

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## Frequently Asked Questions

October 2003



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### What's Under The Hood?

Hypersonic utilises 5 high quality, freely combinable sound generation engines to create it's patches including: Sample-based, Virtual Analog, FM, Wavetable & Sliced Loops. Hypersonic has a large built-in patch library with more than 1000 patches and combis from more than 40 categories, featuring Wizoo's acclaimed sound design. Hypersonic delivers an unbelievable amount of sounds, effects, voices and outputs, allowing you to generate more high-quality sounds in a given system than ever before.

### How Many Patches Come With Hypersonic?

The Hypersonic factory library comes with more than 1000 patches & combis, all created with Hypersonic's 5 on board sound generation engines. Any Hypersonic patch can contain any combination of up to 16 sound generation elements and effects.

### What Kinds Of Patches Come With Hypersonic?

Hypersonic's 1000 factory patches come organised into 40 categories including: Natural Drums + Percussion, Contemporary Drums Kits, Drum Menus, Drum Loops, Acoustic Pianos, Electric Pianos, Clavinets, Organs, Harpsichords, Mallets, Bells, Percussive , Synth Basses, Acoustic Basses, Electric Basses, Acoustic Guitars, Electric Guitars Clean, Electric Guitars Distorted, Strings, Orchestra, Hits, Vocal , Brass Sections, Solo Brass, Saxes, Woodwind, Ethnic, Accordions & Harmonicas , Soft Pads, Bright Pads, Moving Pads, Soundscapes, Techno Synth , Synth Poly, Arpeggios, Synth Brass , Soft Lead , Hard Lead, Synth FX, Sound FX.

### Does Hypersonic Have It's Own FX?

Hypersonic patches can have several insert effects plus 4 effects sends per patch, all editable. Hypersonic's 'onboard' effects include: Reverb, Hall Reverb, Plate Reverb, Non-Linear Reverb, Early Reflections, Delay, Stereo Delay, Long Delay, Tape Delay, Chorus, Quad Chorus, Space Chorus, Ensemble, Flanger, Phaser, Deep Phaser, Pan / Tremolo, Stereo Width, Rotary Speaker, Pitch Shift, Detune, Filter, Wah, TalkBox, Shelf EQ, Parametric EQ, Enhancer, Limiter, Compressor, Multiband, Gate, Distortion, Overdrive, Bit Reduction, Amp Simulator, Modulate L/R.

### Is Hypersonic Multitimbral?

Each instance of Hypersonic is up to 16 part multitimbral. Multiple instances of Hypersonic are no problem.

### Is Hypersonic Easy To Use?

A fully integrated user editable database makes finding the right sounds a breeze; 6 preprogrammed "hyper knobs" per patch allow for quicker, easier and more "intelligent" sound-tweaking than ever before. Patch listing & selection is fast and easy from any host application, with added functionality for Steinberg hosts.

### Is Hypersonic Efficient?

Thanks to its proprietary and unique optimization engine, Hypersonic dramatically reduces CPU load, RAM/Hard Disk space requirements and patch/combi loading times are unbelievably fast.

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### Who Needs Hypersonic?

- Current users of hardware instruments

Users of hardware music workstations, ROM sample players and hardware samplers will find Hypersonic the perfect replacement of their expensive and unflexible hardware. Hypersonic offers the best feature set, the best sound quality and perfect integration into a computer-based music production system. Compared to a hardware unit, it offers more RAM/CPU/user interface size; its open architecture allows future expansions to preserve its usefulness and value. Being a software instrument, Hypersonic's performance will increase over time as host computer systems become more powerful.

- Software instrument users

Most software instruments on the market place tremendous loading on the CPU and/or hard disk. Many users of computer-based music production systems are frustrated with how few highly specialized instruments they can use at a time. Hypersonic is the perfect core instrument in a computer-based system, offering a huge number of instruments with unbeatably low CPU, RAM and HD demands. With Hypersonic, software instrument users can run more instruments, with better quality, on just one system than ever before.

- Professional Arrangers/Composers/Studio Musicians

For people whose focus is on making music rather than fiddling with synth parameters, Hypersonic is a dream come true. In addition to the vast number of sounds and effects, thanks to Hypersonic's revolutionary "smart knobs" sound tweaking has never been faster or easier.

- Live Musicians

Hypersonic offers the full range of contemporary sounds needed on stage in one instrument, along with splits and layers, and the ability to create song chains by switching combis.

- Beginners

For beginners, Hypersonic offers a complete range of acoustic, electric, and electronic instrument sounds along with a wealth of drums, effects and more - all the sound library needed lives in one powerful, integrated and inexpensive instrument.

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### Why is Hypersonic called a workstation?

We used this term because Hypersonic does exactly what people expect from a hardware keyboard/rack workstation (which is: a load of sounds, midi channels, effects at a low CPU load). A "narrower" term like synthesizer, sampler or sample player wouldn't just have been appropriate.

### Is Hypersonic another multitimbral sample player?

No - it's a workstation capable of 5 synthesis methods, just one of these methods is based on multisamples. But Hypersonic does not merely playback samples, they're used as oscillator waveforms.

### How does it compare to HALion?

HALion is a software sampler. It's the right tool if you want to use existing, high-quality sample libraries or create your own to play in a software environment. Size of samples does matter here because obviously the quality of sampled sounds is directly connected to the number and the size of the samples used.

Hypersonic is a multitimbral, multi-synthesis workstation - if you need thousands of sounds in professional quality, fast access, at a CPU load that allows you to play a 16-track arrangement, Hypersonic is right for you. Hypersonic is the long awaited workhorse for live musicians, because it's combi programs can be setups of up to 16 sounds, split and layered and switched in no time.

HALion and Hypersonic complement each other perfectly. While you would use Hypersonic for the basic tracks and synthesizer sounds, HALion adds the icing on the cake for sounds that might require large sample sizes.

### Why doesn't it have a sequencer like hardware workstations?

Since it's a software instrument that integrates into any sequencer host, we felt that an integrated sequencer would have made people feel they pay for something they won't use anyway (like with hardware workstations).

An integrated MIDI file player is an update option though if public demand for it is high enough, but from our beta testers we haven't heard that yet.

### Why is the sample ROM so small compared to other software sample players?

1. Simply, because Hypersonic is not merely a software sample player, and sample space is just one but not the most important parameter for the amount and quality of the sound library of Hypersonic.

*Example:* In a software sample player, analog sounds take up sample ROM, hard disk space, RAM - and they sound like a sampled analog synthesizer. In Hypersonic, a great deal of space-consuming sounds are synthesized. A wide stereo pad in Hypersonic is not a 30 MB multisample, it gets synthesized - needs no RAM and offers better sound quality, playability and editing options.

2. Hypersonic applies a lossfree compression method which reduces disk space, RAM demand and CPU load by an average 66% without the slightest reduction of sound quality.

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**How can the sound quality be good if 1000 patches are made from 260 MB sample material?**

Firstly, only a part of the 1000 patches uses sampled material at all.

Secondly, the sample material is 600 MB linear size but thanks to our lossless compression algorithm it could be reduced to 260 MB, significantly reducing hard disk space consumption, RAM consumption and CPU load.

**Is this USM2 and how does it compare to USM?**

Hypersonic is entirely a Wizoo development and has no similarities to USM, neither is it meant to be a USM2. While Hypersonic will be fully GM and GM2 compatible with the optional Hyper GM2 Module, Hypersonic's focus is not on playing back MIDI files - it's a fully blown professional synthesizer/sample workstation.

**Can the sound library be expanded?**

Yes, and not only the sound library. Wizoo is already working on a whole range of Hyper Modules which not only expand the sampled waveforms or number of patches but can also expand Hypersonic's functionality and synthesis methods. It's perfectly conceivable that such a Hyper Module can be a particular instrument or synthesizer type integrated into Hypersonic rather than a separate VSTi.

**How many Hyper Modules are planned and when?**

We're planning at least 6 different Hyper Modules within the first year.

Wizoo is already working on a GM/GM2 module. With this module installed, people can play commercial or their own standard MIDI Files at a higher quality than ever and they can take MIDI files a step further and improve the soundset using Hypersonic patches.

Wizoo is also developing a Virtual Analog / Wavetable synthesizer.

Both products are expected to be available before NAMM 2004.

**How much RAM does a full 16-track arrangement need?**

We haven't managed to get Hypersonic's RAM demand exceeding 70 MB. This is because Hypersonic applies clever sample ROM sharing between sounds that use the same wave material, because of the lossfree compression and because many sounds don't need samples at all.

**How CPU-consuming/efficient is Hypersonic?**

TheHypersonic demo songs have been done on a 1.1 GHz P3 laptop in Cubase SX2 and with 16 tracks playing, plus a lot of effects, the CPU meter never exceeded 60% - Hypersonic's "bang for the CPU cycle" is truly outstanding.

**How is it copy-protected?**

Hypersonic is copy-protected by a USB dongle which is contained in the package.

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**Do I need a separate USB port for the Hypersonic dongle?**

Not necessarily. If you already own a Steinberg USB dongle, you can authorize Hypersonic to this dongle using the authorization code in the Hypersonic package. This way your Hypersonic and Cubase licenses share a single dongle.

**Can I transfer my license to another dongle?**

Using Syncrosoft's License Control Center, you can arbitrarily transfer your Hypersonic license between any Steinberg dongles. All you need is an internet connection in order to process the transfer through the Syncrosoft server.



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